

V O L U M E O N E



Whitestar Mageware Co.





Greetings!

GOLDEN IMMORTAL is an Heroic Adventure Quest for adults young and old. With over 130 megabytes of graphics and an hour of CD sound, it is safe to say that with the advent of GOLDEN IMMORTAL, Whitestar Mageware Co. has embarked on fulfilling the promise of CD-ROM.

This is truly a seminal work. GOLDEN IMMORTAL, the world's first Multimedia Adventure Quest on Compact Disc, is Intelligent Entertainment at its best! Whitestar Mageware Co. proudly heralds the arrival of a new age in computer entertainment. Mature, literate, and wildly peaceable, here is a game which changes the very meaning of the word!

2.

Getting Started...

GOLDEN IMMORTAL (GI) requires 500k free in your computer. It also requires a mouse, VGA graphics, and a CD-ROM player (which will best display the game's many animations if it has an avg. access speed of 500ms. or better.) Also of much value is a player capable of outputting stereo sound to an audio system or headphones. If your player does not allow this, we suggest checking into an audio adapter board for it.

It is recommended that you unload any TSR programs (you **must** remove any disc-caching programs) such as SHARE, SMARTDRV, etc. If you are unsure of the amount of memory free for GI's use, run the DOS program CHKDSK. If GI is run without 500k free, errors will occur; GI is a smooth-playing, ground-breaking game—every bit of memory counts!

Insert the GI ROM into your player, change to the drive which your CD-ROM player is installed as, and at the DOS prompt type:

IMMORTAL <ENTER>

The game will start. (Because a CD-ROM disc cannot be written to, a formatted floppy disc must be used for SAVED games. Do not write-protect your SAVED GAME discs.) Now for a few helpful notes.

The Story Up Till Now...

Loral, an Elven Cleric, has written a letter to Pana and Lea, the central characters of the game, inviting them to come visit her at the Cathedral of Portal Quay, which resides outside of a township called Bohamum. She alludes to the mysteries of the Cathedral, and in particular to a hidden prophecy. The letter reflects upon good times past when Loral was hired as a summer tutor to the two by Lea's father. Pana, adopted by Lea's family when he was young, is about to embark on a journey to visit a famous Collegium in which he would like to apprentice. Lea will be traveling with him, and the Cathedral will be their first port of call.

Starting the Gameplay...

Click on the Title and Credit screens to exit them when ready.

4. GI has four Chapters to be played. Although any section may be played at anytime, it is encouraged that each Chapter be played to the end before proceeding to the next. The last section requires a 'code' to enter.
(See 'Trance Gameplay' below.)

The Cathedral...

Gameplay in the Cathedral involves clicking on choices which are constantly offered to the player. The **ARROWS** will move you along, the text **BUTTONS** will direct your interaction.

Watch the red dot on the overhead **MAP**....that's you.

When the **EYE** turns red or blue, click on it to see a new picture or slideshow. Once in the Cathedral, it can, in fact, be clicked on at anytime to show you your surroundings.

The **EAR** controls the music. The **BAG** brings up the inventory screen.
The **DRIVE** in the inventory screen brings up the
LOAD/SAVE game screen.

You must thoroughly investigate the Cathedral in order to know its mysteries, or at least its hidden prophecy. Once discovered, you are sure to find the secret exit.

Do not be concerned if the many inscriptions of the Cathedral are difficult to fathom. Cathedrals were meant to be a bit esoteric. Investigate everything and the game will resolve itself.

The Town...

On entering the Town section, you are given some explanation as to what has transpired with the game's Characters since the Cathedral was exited.

You may skip this if you wish, and continue on.

There are twenty-nine Trades to be visited in Bohamum Town, each one offering several rooms of interaction. Click on a **DOORWAY** to enter, click when the pointer becomes an **ARROW** to continue to the next trade.

The screens inside the rooms offer a number of options, including interaction with the occupants, offering the occupants something from your inventory, reviewing and answering riddles, and choosing a hand signal, which is explained as the game proceeds.

6.

Try clicking on everything, including the SEALS.

Also, inside the rooms you can view your inventory screen through clicking the BAG; you may control the music through clicking the EAR; and you may exit through clicking the DOOR.

When in the inventory screen, clicking on any OBJECT brings up a description. Clicking on the DRIVE brings up the LOAD/SAVE, RETURN/QUIT box. Clicking on the BAG returns you to the Trade.

When outside, the inventory screen can be accessed by moving the pointer over a door so that it becomes a finger. Now, hitting any KEY (not the mouse button) brings up the inventory screen. This is particularly handy for loads and saves.

Watch for hints to the riddles' answers...and make sure you reply to Kumu.

The Course...

Now for the first time in any fully digital PC game, the home consumer can enjoy realistic environments far beyond any arcade scenario.

The Course begins with introductory text which has the companions, including Dromon the Dwarf, exiting a vast passage of catacombs which lead out of Bohamum Town, the previous section, and into a mountain forest both arcane and practical.

As you wind your way down the many paths of the Course, click on the sprites which are embedded along the way.

The **ANIMALS** can transport you to new paths.

The **ALCHEMISTS** have advice to give, along with very good instruction regarding what is normally known as Taijiquan.

The **GROTTOS** contain the empowering movements of Shing-I and T'ai Chi.

The **GIFTS** represent the Five Elements, as becomes clear in the game.

8.

The CARDS are a way of divination. Most profound.

When in a text screen, the BAG brings up the inventory screen. Inside the inventory screen try clicking on the many choices and you'll be rewarded with descriptions and animations.

Also, when in a text screen which has advanced to a second page, clicking within the screen will rewrite the text.

When in the T'ai Chi inventory screen, the RIGHT MOUSE BUTTON will exit. When playing a T'ai Chi segment, clicking the mouse will exit.

When on the path, the RIGHT MOUSE BUTTON will bring up the inventory screen. Also in this screen is the DRIVE offering to LOAD/SAVE and QUIT/RETURN.

The movement is constant and the text is certainly different.

The successful player, now a true-blue Journeyman Alchemist, must next encounter the dangerous seduction of such success!

The Trance...

NOTE: (A special clicking method will get you into this mature and entertaining 'adult only' section. You'll find it stated in small print at the end of this booklet. We suggest the purchaser mark over it if he/she does not care to have others know it.)

Intro text is again displayed, with the opportunity to bypass it.

Reading the storyline, the player discovers that as Pana he has been brought into a slightly menacing circle of men vying with a good medicine man (or Kahuna) for his attention and, ultimately, his soul.

The seduction exhibited by the women of the camp is potent....yet so too is the awakening power of the Kahuna.

Choices must be made along the way which determine the direction of Pana's attention....more toward the seducers, or more toward the agent of the Kahuna, a sensual and benign dancer whose movements Pana can recall at will and without threat.

As the seducers are given into, Pana approaches a most terrible end.

10. Weave your way through the maze of seduction by pressing on the **MASK** which **briefly** appears in each animation. Some animations have a hidden **NUDE**, different than the one most prominent in the animation, which briefly appears, transporting the player to a different 'location'.

Note that when you click, you may press the mouse button down and hold momentarily in order to see which frame was in actuality clicked upon.

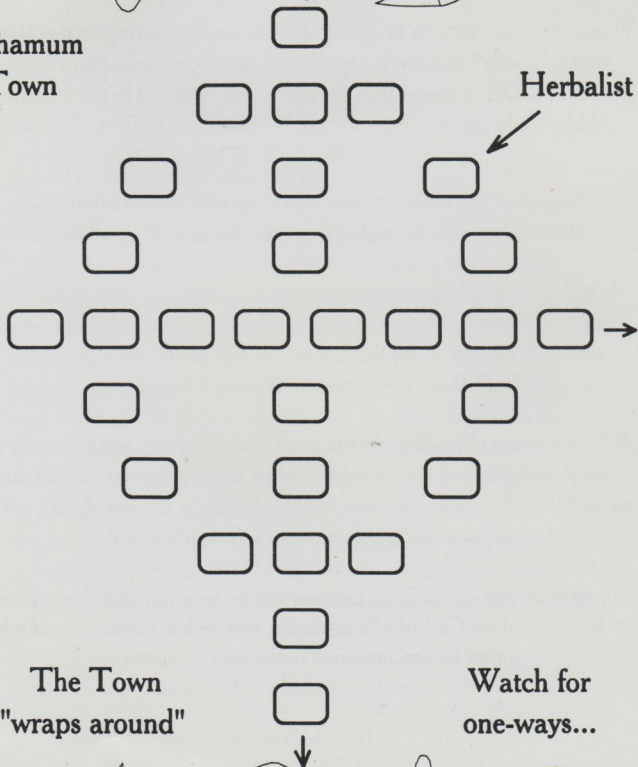
Clicking on the **BAG** which appears in the text screen recalls the good Lady's movements. Clicking on the red square in the top corner exits the game. When not in the text screen, clicking the **RIGHT MOUSE BUTTON** will bring up the Lady's movements.

After a number of positive choices are made, the player will no longer see the text screen, and movement will occur directly between the varying animations. A certain 'assistant' must be found, as explained, and at that location the game comes to an uplifting end.

Weave your way successfully, and you will be awarded with the answer to at least one of the Cathedral's mysteries, and with the foretelling of what must be accomplished in the next Chapters of
"Golden Immortal II – The Quest".

Bohamum
Town

Herbalist



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Golden Immortal

- 1. The Cathedral*
- 2. The Town*
- 3. The Course*
- 4. The Trance*

An Heroic Adventure Quest for all
IBM compatibles w/ 640k RAM, VGA, CD-ROM, and mouse.

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